

MolokkianaMente Race: Dark Elf Head Coach: Cereal_killeR

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Race: Dark Elf

Head Coach: Cereal_killeR

[illegible]

Total number of players next game:	11/11	Totals (excl TV for MNG players):	0	0	0	0	0	0	990 000
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Total number of players next game:	11/11	Totals (excl TV for MNG players):	0	0	0	0	0	0	990 000
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Induced Stars and Mercenaries	MA	ST	AG	AV	Skills	CP	TD	Int	Cas	MVP	SPP	Value
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Inducements (for next match)	Team Goods
1. Inducement 1: A 10% discount on the next match ticket. 2. Inducement 2: A 10% discount on the next match ticket. 3. Inducement 3: A 10% discount on the next match ticket. 4. Inducement 4: A 10% discount on the next match ticket. 5. Inducement 5: A 10% discount on the next match ticket. 6. Inducement 6: A 10% discount on the next match ticket. 7. Inducement 7: A 10% discount on the next match ticket. 8. Inducement 8: A 10% discount on the next match ticket. 9. Inducement 9: A 10% discount on the next match ticket. 10. Inducement 10: A 10% discount on the next match ticket.	1. Team Goods 1: A 10% discount on the next match ticket. 2. Team Goods 2: A 10% discount on the next match ticket. 3. Team Goods 3: A 10% discount on the next match ticket. 4. Team Goods 4: A 10% discount on the next match ticket. 5. Team Goods 5: A 10% discount on the next match ticket. 6. Team Goods 6: A 10% discount on the next match ticket. 7. Team Goods 7: A 10% discount on the next match ticket. 8. Team Goods 8: A 10% discount on the next match ticket. 9. Team Goods 9: A 10% discount on the next match ticket. 10. Team Goods 10: A 10% discount on the next match ticket.

Bloodweiser Babes (0-2):	1	x	50 000	=	50 000
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Bribes (0-3): $\frac{1}{100000}$ x 100 000 = 10 000

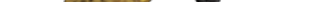
Extra Training (0-4):	0	x	100 000	=	0
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Halfling Master Chef (0-1):	x	300 000				Cheerleaders:	0	x	10 000	=	0
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[illegible]

Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	1 100 000
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FAME:		Induced Value:	0
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Inducements (for next match)	Team Goods
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Bloodweiser Babes (0-2):	1	x	50 000	=	50 000
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Bribes (0-3):	<u> </u>	x	100 000	=	<u> </u>
Fan Factor:	1	x	10 000	=	10 000

Extra Training (0-4):	0	x	100 000	=	0
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[illegible]

Wandering Apothecaries (0-2):	___	x	100 000				Apothecary:	1	x	50 000	=	50 000
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Card budget:	x	0	Treasury:	0
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Gate:		Team Value (incl MNGs value):	1 100 000
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FAME:		Induced Value:	0
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Match Value (TV for match):		1 100 000
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■ MNG ■ Journeyman ■ Used journeyman ■ New skill available ■ Stat upgrade ■ Stat downgrade

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